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Game Chef 2014



Dev Purkayastha

Discussion - 17 May 2014

Running into Accessibility Issues with Twine

So, perhaps a warning to others! I tried some free screen readers (VoiceOver and ChromeVox) with the output of Twine, a common hypertext story format. It didn't work well at all - it was reading the output character-by-character.

Questions/thoughts I have! Firstly, am I doing it right, or can I trust commercial screen reading software to handle things correctly?

Secondly, I hope this isn't a penalization to anyone who's submitted a Twine game! It's utterly reasonable to think that a straightforward page such as that is accessible; I'd say it's a bug/failing of the output that it looks the way it does.

Finally, I'm basically up in the air about what to do, as I was hoping to finalize the game up today - whether I should pivot to some other format, or finish it as an not-quite-valid entry.

1



4 comments



Rochelle Breen 17 May 2014 +1

I don't know about Twine hypertext format, but could you reformat it? Or else provide a personal audio recording of the text in case it isn't working for folks who who would be using a screen-reader?

(If you do that and label it accordingly, like "My Game - Audio Track One", their screenreader might find it for them? Not entirely sure, but earlier in the forum there were posts about how to check on this aspect of the game-no mention of Twine, though, and any complications with it)



James Stuart 17 May 2014 +2

Finish it as is. Make a cool game, and you can worry about accessibility in a future draft/revision.



Dev Purkayastha 17 May 2014

+**Rochelle Breen** Thanks! Do you mean this post discussing it? <https://plus.google.com/u/0/116932540386279575846/posts/UbeFBgtqVev>

For now, I'm effectively taking +**James Stuart**'s suggestion - using Twine's great tools to define the hypertext (it makes sense to write hypertext in a mapped hypertext format rather than a linear format), and then later come up with something if I have an extra few hours to, idk, write my own hypertext javascript framework from scratch.



Rochelle Breen 17 May 2014

That's the one.

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